IN THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1.　　(Currently Amended)　A system, comprising:

a ~~first~~ unit to generate an interactive 3-D electronic programming guide (EPG) <u>using at least one of a plurality of objects stored at a user's location</u>; and

a communication module coupled to a network to receive localized content ~~from a separate computer device~~.

2.　　(Currently Amended)　The system of ~~Claim~~ <u>claim</u> 1 wherein the system comprises a set-top box, a television, or a VCR.

3.　　(Currently Amended)　The system of ~~Claim~~ <u>claim</u> 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

4.　　(Currently Amended)　The system of ~~Claim~~ <u>claim</u> 1 wherein a memory in the system contains [[a]] <u>said at least one of</u> plurality of objects associated with current programming events, a first class of objects providing plurality of virtual worlds included in the 3-D EPG.

5.　　(Currently Amended)　The system of ~~Claim~~ <u>claim</u> 4 wherein the memory in the system includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.

6.　　(Currently Amended)　The system of ~~Claim~~ <u>claim</u> 5 wherein the second set of objects includes <u>said</u> localized content.

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7.   (Currently Amended) The system of ~~Claim~~ <u>claim</u> 4 wherein the memory in the

system includes a third set of non-EPG objects including objects used for e-commerce.

8.   (Currently Amended) The system of ~~Claim~~ <u>claim</u> 1 wherein the 3D EPG includes a

presentation of a virtual world related to content selected by a user.

9.   (Currently Amended) The system of ~~Claim~~ <u>claim</u> 8 wherein a subset of the virtual

world is displayed as a matrix of rectangular boxes containing current program information.

10.   (Currently Amended) The system of claim [[6]] <u>7</u> wherein ~~the localized interactive~~

content of the third set of <u>non-EPG</u> objects is uploaded in real time.

11.   (Original) The system of claim 10 further including a user interface for a user to

interact with the localized interactive content of the 3D EPG.

12.   (Currently Amended) A method, comprising:

        generating an interactive 3-D electronic programming guide (EPG) <u>using a at least</u>

<u>one of a plurality of objects stored at a location local to a user</u>; and providing a

communication module coupled to a network to receive localized content ~~from a separate~~

~~computer device~~.

13.   (Currently Amended) The method of ~~Claim~~ <u>claim</u> 12 further including storing in a

memory [[a]] <u>said at least one of a</u> plurality of objects, <u>wherein said at least one of a plurality</u>

<u>of objects is</u> associated with current programming events.

14. (Currently Amended) The method of ~~Claim~~ claim 13 performed by a set-top box, a television system, or a VCR.

15. (Currently Amended) The method of ~~Claim~~ claim 13 wherein the plurality of objects includes a first set of objects providing plurality of virtual worlds included in the 3-D EPG.

16. (Currently Amended) The method of ~~Claim~~ claim 15 wherein the plurality of objects includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.

17. (Currently Amended) The method of ~~Claim~~ claim 16 wherein the second set of objects includes said localized content.

18. (Currently Amended) The method of ~~Claim~~ claim 17 wherein the plurality of objects includes a third set of non-EPG objects including objects used for e-commerce.

19. (Currently Amended) The method of ~~Claim~~ claim 18 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.

20. (Currently Amended) The method of ~~Claim~~ claim 19 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

21. (Currently Amended) The method of ~~Claim~~ claim 20 further including uploading ~~the localized interactive~~ content of the third set of non-EPG objects in real time.

22. (Original) The method of claim 21 providing a user interface coupled to the EPG for a user to interact with the localized interactive content.

23.   (Currently Amended) A machine-readable storage medium tangibly embodying a

sequence of instructions executable by the machine to perform a method for providing

for a 3-D enabled electronic programming guide (EPG), the method comprising:

generating an interactive 3-D electronic programming guide (EPG) using at least one

of a plurality of objects stored at a user's location; and

providing a communication module coupled to a network to receive localized content from a

separate computer device.

24.   (Currently Amended) The machine-readable storage medium of Claim claim 23

stored in a set-top box, a television, or a VCR.

25.   (Currently Amended) The machine-readable storage medium of Claim claim 24

further including instructions to provide a plurality of drivers, one of the drivers

communicating with a separate unit to replenish programming information.

26.   (Currently Amended) The machine-readable storage medium of Claim claim 24

further including instructions to provide [[a]] said at least one of a plurality of objects

associated with current programming events, including a first class of objects providing

plurality of virtual worlds included in the 3-D EPG.

27.   (Currently Amended) The machine-readable storage medium of Claim claim 26

wherein the plurality of objects includes a second set of objects that includes at least one of a

schedule times, channel identification, or title, corresponding to a program.

28.   (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 27

wherein the memory in the system includes a third set of non-EPG objects including objects

used for e-commerce.

29.   (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 28

wherein the 3D EPG includes a presentation of a virtual world related to content selected by a

user.

30.   (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 29

wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing

current program information.

31.   (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 30

wherein a user of the system chooses a virtual world to display programming information.

32.   (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 28

wherein the second set of objects includes said localized content.

33.   (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 32

wherein ~~the localized interactive~~ content of the third set of non-EPG objects is uploaded in

real time.

34.   (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 33

further including a user interface for a user to interact with the localized interactive content

of the 3D EPG.